Pyrrhic Victory v1.0.0 *by Maxford*

TOWNSFOLK



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Alchemist
You have a not-in-play Minion ability.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Saint
If you die by execution, your team loses.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

DEMON



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Poisoner
7. Courtier
8. Snake Charmer
9. Evil Twin
10. Fearmonger
11. Huntsman
12. Damsel
13. Balloonist
14. Cult Leader
15. General
16. Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Courtier
5. Snake Charmer
6. Fearmonger
7. Imp
8. Fang Gu
9. Huntsman
10. Damsel
11. Balloonist
12. Cult Leader
13. General
14. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D **Dusk**
Start the Night Phase.

2 M **Minion Info**
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5  **Alchemist**
Show the Alchemist a not-in-play Minion token

6  **Poisoner**
The Poisoner points to a player. That player is poisoned.

7  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

8  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

9  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

10  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

11  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

12  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

13  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

14  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

15  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

16 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

5  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6  **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

7  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

8  **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

9  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

10  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

11  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

12  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

13  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

14 D **Dawn**
Wait for a few seconds. End the Night Phase.